

Claims

1. A method for the download of game software for a game-enabled cellular phone from a server to said game-enabled cellular phone via a download module providing internet access, comprising:
 - establishing a local connection between said game-enabled cellular phone and said download module,
 - establishing an internet connection between said server and said download module, and
 - starting a game download from said server, via said internet connection and said local connection through said download module to said game-enabled cellular phone.
2. Method according to claim 1, wherein said establishing of said internet connection comprises setting up an analog telephone line connection.
3. Method according to claim 1 or claim 2, wherein said establishing of said internet connection comprises establishing a digital telephone line connection.
4. Method according to claim 1, 2 or 3, wherein said establishing of said internet connection comprises setting up a broadband cable connection.
5. Method according to claim 1, 2, 3 or 4, wherein said establishing of said internet connection comprises establishing a powerline communication connection.
6. Method according to anyone of claims 1 to 5, wherein said establishing of said internet connection comprises setting up a glass fiber connection.
7. Method according to anyone of claims 1 to 6, wherein said establishing of said internet connection comprises providing an internet satellite downlink.
8. Method according to anyone of claims 1 to 7, wherein said establishing of said internet connection comprises setting up an Ultrawideband connection.
9. Method according to anyone of claims 1 to 8, wherein said establishing of said internet connection comprises setting up a line of sight transmission connection.
10. Method according to any one of the preceding claims, further comprising:

- establishing connection between said game-enabled cellular phone and said server via a public land mobile network.

- 5 11. Method according to anyone of the preceding claims, wherein said connection between said game-enabled cellular phone and said games server via a public land mobile network is used for authentication, authorization and/or payment procedures.
- 10 12. Method according to anyone of the claims 1 to 11, wherein said connection between said game-enabled cellular phone and said download module is established by said cellular phone.
- 15 13. Method according to anyone of the preceding claims, wherein said establishing of said internet connection between said download module and said games server is initiated by said cellular phone.
- 20 14. Method according to anyone of the claims 1 to 13, wherein said connection between said game-enabled cellular phone and said games server is initiated by said cellular phone.
- 25 15. Method according to anyone of the claims 1 to 12 and 14, wherein said establishing of said internet connection between said games server and said download module is initiated by said games server.
- 30 16. Method according to anyone of the claims 1 to 13 and 15, wherein said connection between said game-enabled cellular phone and said games server via a public land mobile network is initiated by said games server.
- 35 17. Method according to anyone of the claims, wherein said downloaded game software is stored into an interchangeable mass storage.
18. Method according to anyone of the preceding claims, wherein said setting up of a wireless connection between said cellular phone and said download module is performed according to the Bluetooth protocol.
19. Software tool comprising program code means stored on a computer readable medium for carrying out the method of anyone of claims 1 to 18 when said software tool is run on a computer or cellular phone device.

20. Computer program product comprising program code means stored on a computer readable medium for carrying out the method of anyone of claims 1 to 18 when said program product is run on a computer or cellular phone device.

5 21. Download module (2) that is characterized by an internet communication interface (8) and a communication interface to a cellular phone (10).

22. Download module (2) according to claim 21, wherein said internet communication interface (8) comprises an analog telephone line interface.

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23. Download module (2) according to claim 21 or 22, wherein said internet communication interface (8) comprises a digital telephone line interface.

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24. Download module (2) according to anyone of claims 21 to 23, wherein said internet communication interface (8) comprises a broadband cable modem.

25. Download module (2) according to anyone of claims 21 to 24, wherein said internet communication interface (8) comprises a powerline modem.

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26. Download module (2) according to anyone of claims 21 to 25, wherein said internet communication interface (8) comprises a glass fiber connection modem.

27. Download module (2) according to anyone of claims 21 to 26, wherein said internet communication interface (8) comprises a satellite receiver.

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28. Download module (2) according to anyone of claims 21 to 27, wherein said internet communication interface (8) comprises an Ultrawideband radio interface.

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29. Download module (2) according to anyone of claims 21 to 28, wherein said internet communication interface (8) comprises a line of sight transmission transceiver.

30. Download module (2) according to anyone of claims 21 to 29, wherein said download module (2) further comprises a docking station for a game-enabled cellular phone.

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31. Game-enabled cellular phone device (44), characterized by a built-in download module (2) according to one of the claims 21 to 31.

32. Download system comprising a download module (2), a game-enabled cellular phone (42) and a game software download server (30), wherein said game-enabled cellular phone (42) is locally connected to said download module (2), and said download module (2) is connected via an internet connection to said game software download server (30).

33. Download system according to claim 32 wherein said game-enabled cellular phone (42) is also connected via a cellular phone connection to said game software download server (30).

34. A method for the download of game software for a game-enabled cellular phone from a server to said game-enabled cellular phone via a download module and a telephone line, comprising:

- establishing a local connection between said game-enabled cellular phone and said download module,
- establishing a public switched telephone network connection between said server and said download module, and
- starting a game download from said server, via said public switched telephone network connection and said local connection through said download module to said game-enabled cellular phone.

35. Method according to claim 34 further comprising:

- establishing connection between said game-enabled cellular phone and said server via a public land mobile network.

36. Method according to claim 34 or 35 wherein said connection between said game-enabled cellular phone and said games server via a public land mobile network is used for authentication, authorization and/or payment procedures.

37. Method according to anyone of the claims 34 to 36, wherein said connection between said game-enabled cellular phone and said download module is established by said cellular phone.

38. Method according to anyone of the preceding claims, wherein said establishing of said public switched telephone network connection between said download module and said games server is initiated by said cellular phone.

39. Method according to anyone of the claims 34 to 38, wherein said connection between said game-enabled cellular phone and said games server is initiated by said cellular phone.
- 5 40. Method according to anyone of the claims 34 to 37 and 39, wherein said establishing of said public switched telephone network connection between said games server and said download module is initiated by said games server.
- 10 41. Method according to anyone of the claims 34 to 38 and 40, wherein said connection between said game-enabled cellular phone and said games server via a public land mobile network is initiated by said games server.
42. Method according to anyone of the claims, wherein said downloaded game software is stored into an interchangeable mass storage.
- 15 43. Method according to anyone of the preceding claims, wherein said setting up of a wireless connection between said cellular phone and said download module is performed according to the Bluetooth protocol.
- 20 44. Software tool comprising program code means stored on a computer readable medium for carrying out the method of anyone of claims 34 to 43 when said software tool is run on a computer or cellular phone device.
- 25 45. Computer program product comprising program code means stored on a computer readable medium for carrying out the method of anyone of claims 1 to 10 when said program product is run on a computer or cellular phone device.
46. Download module (2) that is characterized by a public land telephone line communication interface (8) and a communication interface to a cellular phone (10).
- 30 47. Download module (2) according to claim 46, wherein said download module (2) further comprises a docking station for a game-enabled cellular phone.
48. Game-enabled cellular phone device (44), characterized by a built-in download module (2) according to one of the claims 13 and 14.
- 35 49. Download system comprising a download module (2), a game-enabled cellular phone (42) and a game software download server (30), wherein said game-enabled

cellular phone (42) is locally connected to said download module (2), and said download module (2) is connected via a telephone line to said game software download server (30).

- 5 50. Download system according to claim 49 wherein said game-enabled cellular phone (42) is also connected via a cellular phone connection to said game software download server (30).